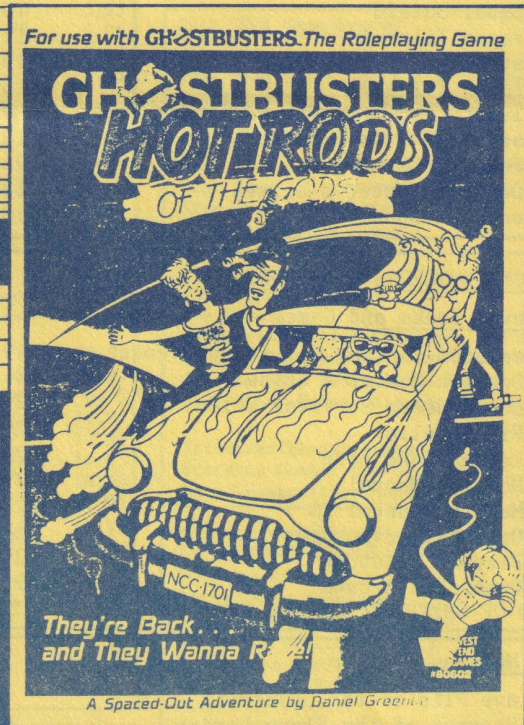


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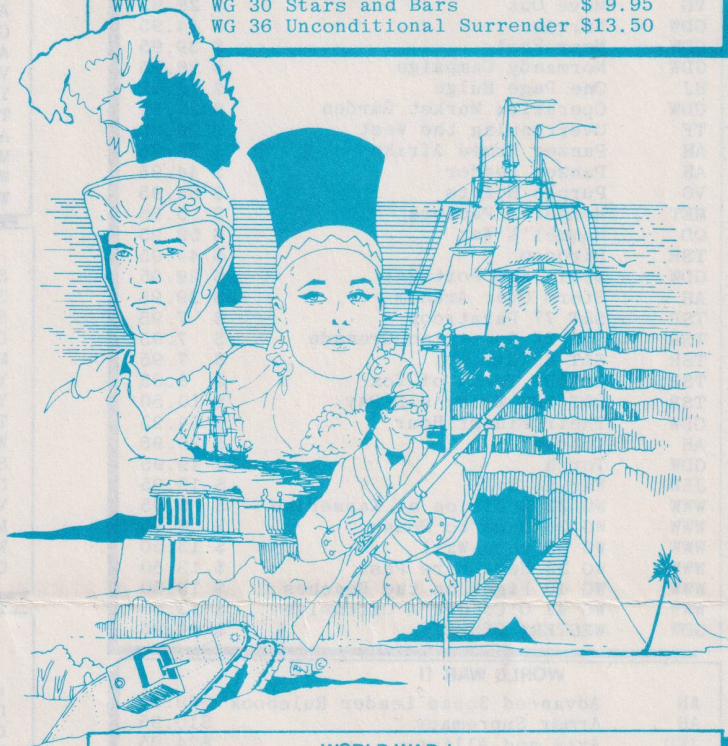
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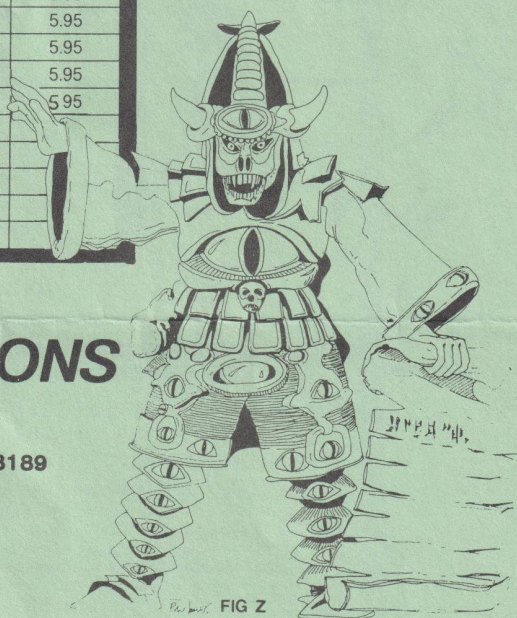


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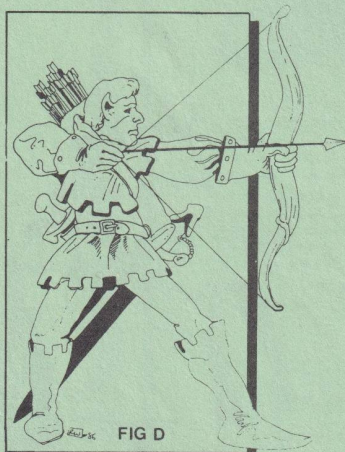


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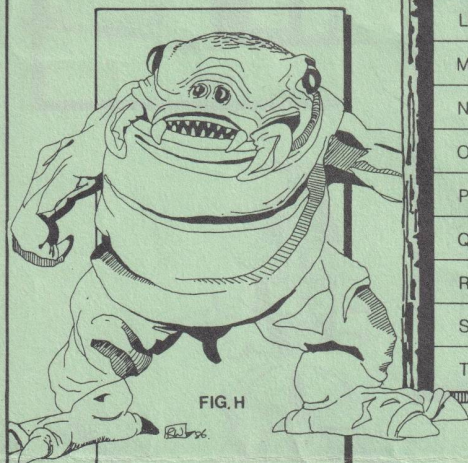
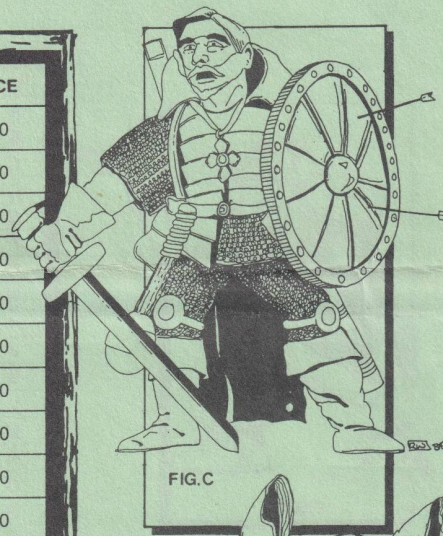
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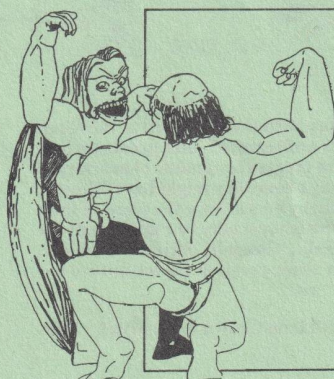


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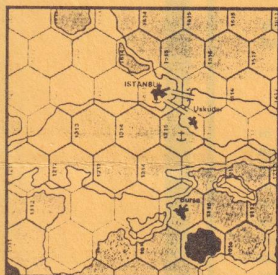


Third World War Assault

The Third World War Series The Third World War series is a comprehensive, division-level simulation of a conventional war in 1990, on the ground and in the air.

Ground units have attack and defense strengths based purely on firepower; troop quality is taken into account by a proficiency rating with strong effects on combat. An innovative sequence of play shows the different natures of the two sides. Each side has two movement / combat impulses per turn. The Pact attacks twice in each impulse with separate echelons of troops, while NATO is allowed to move and attack with reserves between the two Pact impulses.

Extensive air rules simulate this vital aspect of modern warfare. Air units are rated for air superiority, combat support, and strike missions; a serviceability rating shows the NATO advantage in sortie rate.



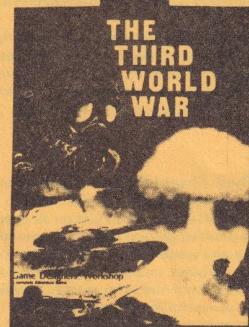
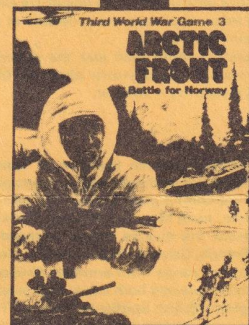
476 Southern Front While the main battle rages, the Pact attacks NATO's southern flank. Objective: capture Istanbul and the straits, and free the Soviet Fleet to sortie into the Mediterranean.

Bulgaria and Romania, reinforced with three Soviet armies, face Greece, Turkey, and Yugoslavia, thinly reinforced with a few elite units from other NATO powers. The campaign is wide-open, since neither side has enough troops to cover a solid front—even in the mountainous Balkans. Special units—airmobile, airborne, and amphibious troops—become even more important.

Another important feature is the tangled web of Balkan politics. A second scenario allows for Rumanian and Greek neutrality, and Albania is completely unpredictable.

Southern Front may be played by itself or may be combined with *Third World War*. Complexity—Advanced.

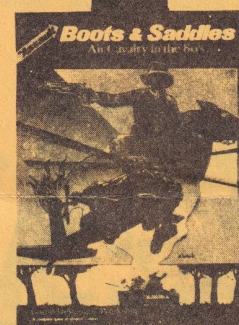
478 Arctic Front This game covers the Pact's attempt to seize the strategic ports and airfields of Norway, to support the Soviet Northern Fleet's battle for the North Atlantic. Both sides field small but varied forces, fighting over some of the world's worst terrain. The nature of the game is wildly variable, depending on Soviet decisions to invade, pass through, or bypass Finland or Sweden, the unpredictable reactions of these countries to Soviet moves, and the random commitment of the Soviet strategic reserve, which adds more forces but changes the victory conditions. *Arctic Front* may be played by itself or in combination with the rest of the *Third World War* series of games. Complexity—Advanced.



473 The Third World War 1990: A spark in the Persian Gulf grows into the long-feared battle between East and West; Germany, where both sides station major forces, is the main battlefield. With a week's warning, NATO's Reforger and 2+10 reinforcements have arrived, but many units are not yet in their battle positions as 16 Warsaw Pact armies, deeply echeloned, attack across the border. World War III has begun, and no one can foresee the outcome.

On a map stretching from France to Poland, from Denmark to northern Italy and Yugoslavia, the massed forces of NATO and the Pact collide. With thousands of tanks and aircraft engaged, this is where the war will be won or lost. There are special rules for Austrian and Yugoslav neutrality, and the F-19 Stealth fighter-bomber. Complexity—Advanced.

15-15-7	14-16-7	10-9-7	8-8-8
1-2-5	1-5-0	3-2-2	2-2-2
12-8-6	8-8-5	7-7-5	4-6-1
2-3-7	1-0-0	1-4-4	0-0-0

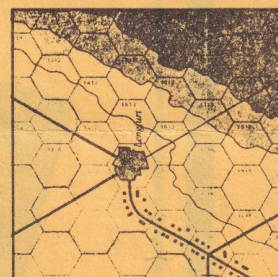


The Assault System With 250-meter hexes, 5-minute turns, and platoon / section units, Assault covers modern combat at its most interesting level, where hardware and human actions combine to determine the nature of the battlefield. Assault strikes a perfect balance between these two factors.

Vehicles are rated for front and side armor, movement class and allowance. Weapons (and individual types of rounds) are rated for anti-tank hit probability and penetration plus anti-personnel effectiveness at several ranges.

Simple but realistic command control rules define commanders' abilities using operations points. The U.S., with more command and staff assets, have greater flexibility; the Soviets must use their practiced battle drill to maneuver in formation. Unit morale rules show the rapid loss of effectiveness under fire.

The Assault system simulates every major factor of tactical combat in the '80s.



475 Boots & Saddles Searching for a new role on the modern battlefield, cavalry has taken to the air, adding a third dimension to warfare in the '80s. Airmobile assaults bypass the front lines to attack the enemy rear; attack helicopters exemplified by the AH-64 carrying 16 laser-guided Hellfire missiles replace tanks as the most powerful battlefield weapon.

The second game in the Assault series (playable by itself or in combination with Assault) adds complete rules for combat helicopters, the air defense weapons which fight them, and airmobile infantry. Helicopters are rated for armor, infrared signature (used when attacked by heat-seeking missiles), movement, and maneuverability. Rules cover terrain-following and nap-of-the-earth modes, pop-ups, landing and takeoff, laser-guided missiles, and more. Over 400 counters provide a variety of helicopter and ground forces for both sides, including U.S. and Soviet mechanized infantry and tank battalions, airmobile infantry, attack helicopters, armored cavalry, artillery, and regimental and brigade troops. Types include the U.S. AH-1, AH-64, UH-60, OH-58 and Soviet Mi-24, Mi-8, Mi-26, and Mi-2 helicopters; U.S. Sergeant York and Stinger, Soviet ZU-23, ZSU-30, SAM-7, and SAM-9 air defense weapons. Complexity—Advanced.

479 Bundeswehr The first boxed Assault module covers two subjects: the West German army and combat engineering.

The Germans: *Bundeswehr* includes all the counters needed to make a complete Panzer or Panzergrenadier brigade, plus a divisional Aufklarungs battalion and elements of an air defense regiment and an attack helicopter regiment. Vehicles include the Leopard I and II, Marder, Gepard, Fuchs, Luchs, Jaguar I and II, and PAH-1 attack helicopter.

Engineering: *Bundeswehr* contains simple rules for river crossings, creating and clearing barriers, mines (including artillery-delivered mines), and field fortifications. Engineer troops are represented by a mixture of unit counters and construction points.

Bundeswehr also includes two new geomorphic maps, featuring river and Autobahn terrain, and new scenarios using the new forces and rules. You must have either Assault or Boots & Saddles to play *Bundeswehr*. Complexity—Advanced.

471 Assault This game introduces the basic Assault system and includes major units and vehicles of the U.S. and Soviet armies: the M-1 Abrams, M-2 Bradley, M-901 ITV, M-113, T-80, T-64, BMP-B, BTR-70, BRDM-2, and many more. Enough counters are provided to build three U.S. battalion task forces and several types of reinforced Soviet regiments. All the latest hardware is covered, from Chobham armor to Copperhead. Three scenarios, each with six secretly chosen force levels for each side make a total of 108 different situations. Complexity—Advanced.

477 Reinforcements This module (you must have either Assault or Boots & Saddles to play) includes additional U.S. and Soviet units to expand your gaming capabilities. For the U.S., there are the ground elements of a divisional cavalry squadron (the air elements are in Boots & Saddles), an air cavalry squadron, Vulcan and Chaparral batteries, and more. The Soviets receive T-62, T-72 and BTR-60 battalions, a complete desant (mechanized paratrooper) regiment, and several types of secret weapons claimed to exist by a defecting Soviet officer (under the alias of "Suvorov").

Reinforcements also includes a point system to allow you to design and balance your own Assault scenarios (complete with multiple force levels) plus combat tables, organization charts, and informational notes on the new units.

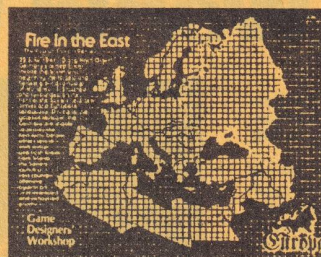
Military Simulations

134 COCHRANES ROAD, MOORABBIN, VIC. 3189
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Europa

826 Fire in the East Operation Barbarossa, the German invasion of the Soviet Union, is the largest military campaign in history. It takes a big, detailed game to do justice to this subject, and *Fire in the East* fills the bill: 6 maps and nearly 3000 counters (each marked with its historical designation — the most accurate and detailed order of battle ever published), extensive unit differentiation, complete rules for the air war, detailed logistics rules, weather, doctrinal limitations of Soviet mechanized forces, naval rules, and much more. *Fire in the East* covers the campaign from its beginning to the end of the Soviet 1941-1942 winter counteroffensive.

Fire in the East is the ultimate wargame, the product of years of research and design efforts. We put more into it, so you get more out of it. Complexity—Master.



820 Fall of France is a detailed game recreating in depth a crucial campaign of World War II: the defeat and overrun of France by Germany in the spring of 1940. Two maps cover the entire theater—from the North Sea to the Riviera, from the Rhineland to the Pyrenees—and the 2000 counters represent the forces of Germany, France, Britain, Italy, Belgium, the Netherlands, and Switzerland. The rules recreate the conditions of the campaign with precision. Complexity—Master.



824 Western Desert The desert war: two years of fluid, see-saw battles from O'Connor's offensive against the Italians to Rommel's final retreat from El Alamein. Standard *Europa* rules cover the myriad aspects of the campaign perfectly: mobile operations, the siege of Tobruk, the importance of armor, air operations, and more. The low unit densities result in a quick-playing game.

The logistics difficulties of the desert are shown with special rules; both sides must face the problems of supplying operations far from their bases.

Players control more than just the desert, too: there are peripheral operations to worry about in Malta, Syria, and Lebanon. Complexity—Master.

828 Torch covers the Anglo-American invasion of Northwest Africa in November 1942 and the subsequent land campaign for control of Africa through May 1943; the game uses standard *Europa* scales. The two maps display the harsh terrain of North Africa, from Morocco through Tunisia and into Libya. The 480 counters represent the diverse forces engaged in North Africa: American, British, Free French, German, Indian, Italian, New Zealander, and Vichy French. Ground forces range from armored divisions down to commando battalions; air units represent both sides' best available aircraft, with German Fw 190A's fighting British Spitfire IX's and US P-38G's. The rules are the *Europa* desert warfare rules, as found in *Western Desert*, with additions for the special features of *Operation Torch* such as parachute drops, amphibious landings, commando actions, and the reaction of the Vichy French to the Allied invasion.

Torch is playable by itself or in combination with *Western Desert*. In fact, the rules set, titled *War in the Desert*, provides the rules and charts for the entire North African and Near Eastern theaters of World War II. These rules link *Western Desert*, *The Near East*, and *Torch* to recreate the struggle for this region from December 1940 through May 1943. A separate rules set includes the instructions and orders of battle for playing *Torch* by itself. Complexity—Advanced.

808 Marita-Merkur Autumn, 1940: Driven by Mussolini's dreams of empire, Italy launched an ill-prepared invasion of Greece. Meeting fierce resistance, the Italians were halted and driven back. Both sides were stalemated during the Balkan winter, as Britain and Germany both prepared to intervene. Britain sent an expeditionary force to support Greece, while Germany awaited the fair weather of spring to unleash its blitzkrieg on hostile Greece and unfriendly Yugoslavia. Both countries were quickly overrun, and soon thereafter elite German paratroopers descended on Crete and captured the island.

Marita-Merkur is a game on the Balkan campaigns, at standard *Europa* scales. Standard *Europa* rules form the core of the game, and special rules cover the Balkans situation in detail. Complexity—Master.



827 Spain and Portugal is a module covering the nations on the Iberian peninsula for use in *Europa*. The module includes: one map, depicting Portugal and Spain, 240 counters, representing the armed forces of the peninsula, and orders of battle for the two Iberian nations.

A special scenario is also included, covering a hypothetical German invasion of Spain in the spring of 1941. The scenario is not playable by itself but requires maps, counters, and rules from *The Fall of France*.

823 Their Finest Hour is a game recreating the military situation facing Britain and Germany in the summer and autumn of 1940. More than just an air operations game, *TFH* includes detailed ground and naval operations, showing the strengths and weaknesses of both sides. Germany has overwhelming ground strength and strong air power, but its limited naval force makes an outright invasion of Britain risky. With the powerful Royal Navy and small but elite Royal Air Force protecting the island nation, Britain must hold off the aggressor while re-equipping the losses its army suffered in France early that year. Standard *Europa* scales and rules are used, with additional details given to the important aspects of the game. Complexity—Master.

806 Case White September 1939: Germany unleashed a new weapon on the world that permanently changed the face of warfare: blitzkrieg. Poland, thought to be an important power, crumbled under the impact of panzers and stukas in 30 short days. By the end of the month, Poland had ceased to exist and the world was at war once again.

Case White is a recreation of the first campaign of World War II—history's first blitzkrieg. For a detailed look at the campaign, a special 3-day turn is used, and the otherwise-standard *Europa* rules are adjusted to account for this. Optional rules explore the possibilities of greater Polish preparation to meet the German onslaught. Complexity—Master.

825 The Near East is an *Europa* module. Not a complete game in itself, the module covers the countries of the *Near East* for use in *Europa*—Turkey, Iraq, Iran, and Egypt. Three maps, 240 counters, and orders of battle of the Near Eastern nations are provided. A special scenario linking *Near East* to *Western Desert* is included. Expanding the scope and coverage of *Western Desert*, the scenario allows for the Iraqi coup, the British-Iraqi fighting, the British invasion of Iran, and the possibility of an Egyptian Army revolt.

816 Narvik To protect its northern flank, Germany invaded Norway in April 1940. The Allies responded quickly, and Norway became a battleground as Allied naval superiority tried to counter Germany's near-overwhelming ground and air strengths. *Narvik* recreates this campaign, with two maps covering the entire theater from Oslo in the south to strategic Narvik in the Arctic. Rules and counters are at non-*Europa* scales to cover this campaign in special detail: each turn represents 4 days and units are company/battalion/regiment sized. The rules cover ground and air operations in detail, with naval matters handled simply. Game supplements include the *Europa* scale Norwegian and Swedish armed forces for eventual use in *Europa*. Complexity—Advanced.

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Military Simulations

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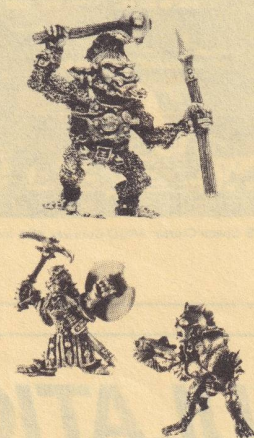


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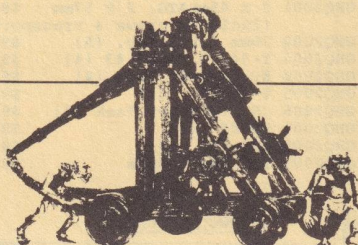
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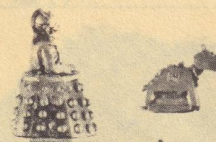
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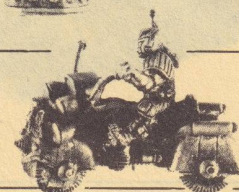
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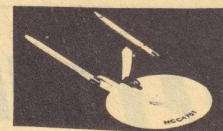
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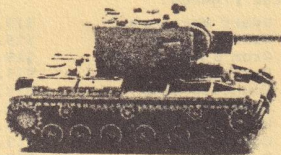


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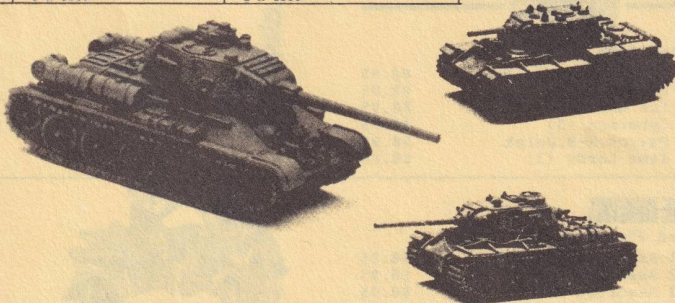
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10 2 x 1000, 1001, 1007, 2 x 1009	2 x 2000, 2 x 2006, 2007, 2 x 2009
11 2 x 1000, 1001, 1004, 2 x 1009	2 x 2000, 2 x 2008, 2 x 2009



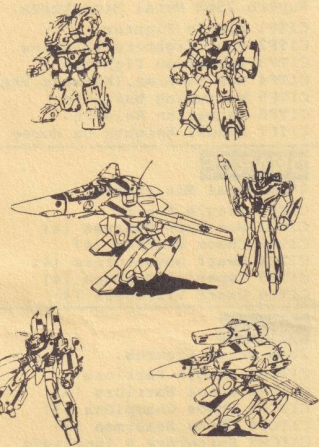
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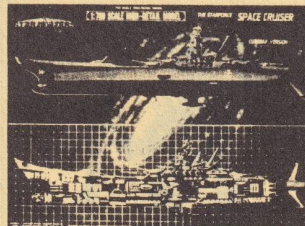
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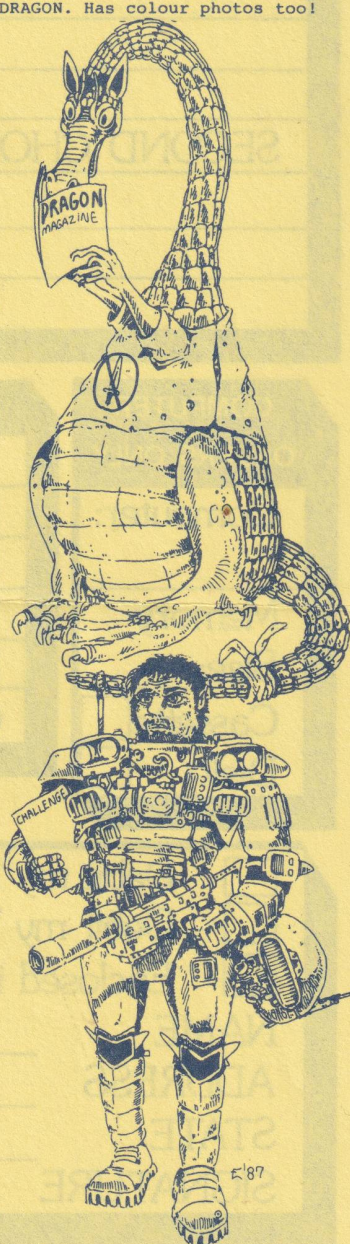
NEXUS TASK FORCE GAMES' quarterly is another of those incestuous magazines that provide in-depth articles on their own games. NEXUS features new rules, scenarios, supplements, etc for STARFIRE, STAR FLEET BATTLES and TFG's historical boardgames.

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